Human Computer Interaction is a term that gave rise in the 80’s to describe a then emerging field of study. Jenny Preece describes this in her book\cite{Preece1994} as rising acknowledgement that the focus of interest of interface designers was no longer just that of the design of the interface itself, but also to the aspects that relate to the interaction between human and computer. She further names the primary three concerns and branches of study of HCI: The design; the evaluation; and the implementation, of interactive computing systems. So rather than being considered a singular discipline, HCI is often thought of as a joint effort from multiple areas of research, as each concern can benefit from contributions arriving from various sources.\\

The escalation of interest HCI came as a reaction to the equally explosive appearance of new challenges that beset it. Technology advances rapidly, and with it, so did the rate at which new user experience opportunities with their own collective of hindrances to cohesive and proper interaction. Problems such as, the broadness of audiences and environments, users of different ages and outdoor and public settings, such as the range of activities enabled by the hardware, such as the forms of information and physical objects that hardware can transmit.\\

And thus, HCI sets for itself the purpose of matching the needs and requirements of users in through careful consideration during the design stages. The HCI experts must ponder about the organizational and social factors, about appeal and about efficiency and effectiveness of the interaction in order to assemble a valuable system, with the core belief that users should not emph{“radically change to fit in”}. It set goals, and set principles, which were found to be taken as the artful and professional process by which good design is put to use. In better understanding of what makes applications emph{“interactive, instructional and effective”}, Preece names the goal of HCI as the design of emph{ “computer systems that are safe, efficient, easy, and enjoyable to use as well as functional”}\cite{Preece1994}.\\

This obviously involves a lot of discussion. Lessons relevant to HCI cannot simply be reproduced from related established, for example from cognitive psychology \cite{LANDAUER1995} and requires basic research on the new domains HCI is tackling, as a whole range of different factors affects the learnability, accessibility and memorability of an interactive system that might have not other fields. And those factors can be messy and hard to track. From the human side of interaction, we have communication theory, cognitive psychology, linguistics, socio-cultural background, meshing with the machine’s choice of graphical presentation, operating design, physical input, all of which further coupled with the effect of an uncontrolled and unpredictable, distracting environment, as is normal to the case of personal computing. This leads to a lot contested definitions in HCI, as was the exemplified above on the section about culture \ref{sec:cul\_HCI}. Despite clear and valuable conceptual developments, the above does contribute to its over-reliance on empirical data and usability as a metric\cite{rogers2004}\cite{LANDAUER1995}.